
Subject: Ren Alert on another engine...

Posted by [NeoX](#) on Thu, 18 Mar 2004 13:23:36 GMT

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Personaly I wish that Ren Alert was on anther engine because renegade engine is kinda shitty as for a the graphics capabilityys, b the unfixed glitches, C the wierd lag you get when falling like 10 feet and then it puts you back on the place that you fell from. d the physics its kinda gay when you have two vehicles hit eachother that they like goinside eachother and then do a wierd lag thingy and e the gernal ease of adding completely new features.

It may sound like i hate Renegade Engine, well I guess I do but its that game mode that keeps me coming back when ever I break down and go and play a rotation. Ren Alert does change the game play alot but those annoying stupid shitty ass fucking bugs that piss me off pointed out above some times make me want to chew on tinfoil. Ok im done ranting Um yea Ill go now.

I know this wont happen but just leave me be

I dont know why i posted this.

Subject: Ren Alert on another engine...

Posted by [smwScott](#) on Thu, 18 Mar 2004 21:12:04 GMT

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Dante is making a Tiberian Dawn mod for the Source engine (Half-Life 2), so there ya go. I highly doubt that Ren Alert will be ported to another engine, the new vehicle models are high enough quality, but the weapons and maps are fairly low poly and would need to be redone. Also, with the W3D engine the majority of the work is already done, as it supports unit purchasing, the best character class system in any game, and the basic mode of gameplay. In addition to this the same general types of vehicles that are used in RA are supported in W3D, except for planes.

With a new engine it would require a lot more work to get a fully working C&C mode. The end result could be better, and with Source you could probably even implement a commander mode similar to Natural Selection and a ton of other features.

Look to Dante's new mod and Natural Selection 2 (which will probably have vehicles) for this style of gameplay on newer engines.

Subject: Ren Alert on another engine...

Posted by [deadaim00](#) on Thu, 18 Mar 2004 22:24:09 GMT

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well it might not be ported, but there is a mod going on right now. <http://bfra.bf1942files.com> check that out. Its for BF1942 if ya didnt know.

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Posted by [Aircraftkiller](#) on Thu, 18 Mar 2004 22:43:51 GMT

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Looks like shit, too.

Subject: Ren Alert on another engine...

Posted by [IRON FART](#) on Thu, 18 Mar 2004 23:32:01 GMT

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Quote:

C the wierd lag you get when falling like 10 feet and then it puts you back on the place that you fell from

Thats not a "wierd lag" that only happens on Renegade. That is simply called "lag". Its on every MP game.

Quote:

d the physics its kinda gay when you have two vehicles hit eachother that they like goinside eachother and then do a wierd lag thingy and e the gernal ease of adding completely new features.

The wierd gay lag attack spasm? Oh yea, I know what you mean :rolleyes:
Learn to spell and to use spaces and periods!

What is the definition of "wierd lag thingy"?

Subject: Ren Alert on another engine...

Posted by [NeoX](#) on Fri, 19 Mar 2004 06:03:37 GMT

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I ll show you a video when my pc is running properly.
